

**METALLIX PIN-UP!**  
**JUDGE DREDD REVIEW**

# Sonic

the comic

NEW  
SONIC  
STORY-

**HE'S BIG!**  
**HE'S BAD!**

**HE'S MEKANIK!**

**KNUCKLES!**

**SPARKSTER!**

**KID  
CHAMELEON!**

**WIN!**

**20 SKITTLES® PACKS OF-**

● **WRISTWATCHES!**

● **SCRATCH 'N' SNIFF T-SHIRTS!**

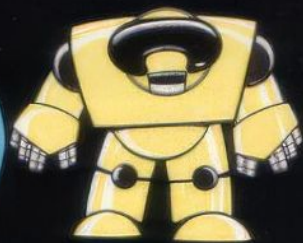
● **SWEETS!**





# CONTROL

# Zone



Your online guide to the sensational world of Sega and Sonic The Comic. Hosted by Megadroid.

## Welcome Screen

Hey, Boomers!

Can it really be two weeks since we last made contact? Must be the heat(?) that's singeing my memory circuits. Talking of which, lie back and bask in the contents of this issue ...

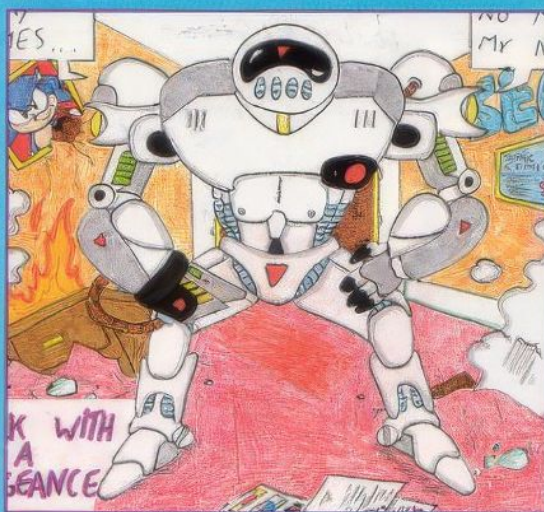
The Cybernik returns in the start of a h-u-g-e new Sonic story, **The Rampage of Mekanik**. There's more Kid Chameleon adventures, plus another pulse-racing episode of Knuckles, not forgetting that gallant of Rocket Knights, **Sparkster**. Courtesy of Mars Confectionery, there's a fruity **Skittles® Competition** for you to get your teeth into, oh, and clear your walls for a mean **Metallix Pin-Up** in the centre pages.

What's sleek, slick and Sega-sational (who said me?). Well, so is the new-look next issue. It costs an extra 5p, but it's packed with goodies, including a **Sonic Note Pad**, a **Mega Drive 32X Compo**, and a double page **Super Sonic Pin-up**. There's also a boost for techno Boomers who'll be able to send in letters and drawings on **Electronic 'E' Mail!** Better fill in your **Reservation Coupon** and order your copy. Gotta go, those lazy humes keep dripping ice cream over my circuits!

*Megadroid*

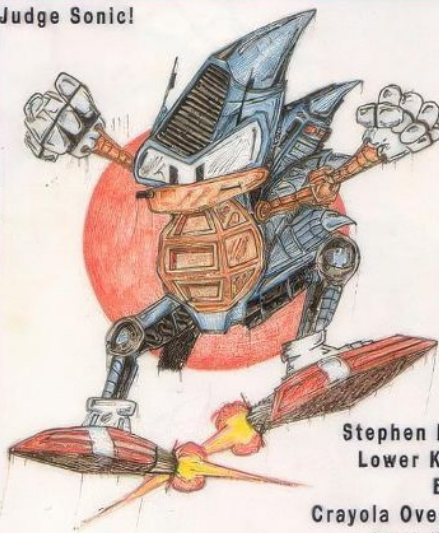
## MEGA DREDD!

Drokk press, Boomers! Crime fighting lawman of the future and 2000AD comic strip hero, Judge Dredd, comes alive on the cinema screens on July 21st. But hey, he isn't the only tough talking, baddie basher around ...



Gary Zammit, Southend, Essex. MD owner. Crayola Overwriter Pack Winner.

Judge Sonic!



Stephen Martin, Lower Knowle, Bristol. Crayola Overwriter Pack Winner.

## The Sega Charts

All the chart action for all the Sega systems - in every issue of STC.

up down non mover  
re-entry new entry



### MEGA DRIVE

- 1 **new** THEME PARK
- 2 **down** BRIAN LAAR CRICKET
- 3 **up** RUGBY WORLD CUP 1995
- 4 **down** WINTER OLYMPICS
- 5 **down** FIFA SOCCER '95
- 6 **up** ROAD RASH 3
- 7 **down** TOEJAM AND EARL 2
- 8 **down** PGA EUROPEAN TOUR GOLF
- 9 **re** MICRO MACHINES 2
- 10 **re** PETE SAMPRAS TENNIS

### MEGA-CD

- 1 **up** MICKEY MANIA
- 2 **down** WORLD CUP USA '94
- 3 **up** FIFA INTERNATIONAL SOCCER
- 4 **up** REBEL ASSAULT
- 5 **down** BRUTAL: PAWS OF FURY
- 6 **up** SNATCHER
- 7 **up** SEGA CLASSICS
- 8 **down** GROUND ZERO TEXAS
- 9 **new** STAR WARS CHESS
- 10 **re** ECCO THE DOLPHIN

### MASTER SYSTEM

- 1 **up** WINTER OLYMPICS
- 2 **down** BRAM STOKER'S DRACULA
- 3 **up** COOL SPOT
- 4 **down** ROAD RASH
- 5 **down** SONIC THE HEDGEHOG 2
- 6 **up** DESERT SPEED TRAP
- 7 **up** STAR WARS
- 8 **down** SENSIBLE SOCCER
- 9 **re** DESERT STRIKE
- 10 **down** ROBOCOP V TERMINATOR

### GAME GEAR

- 1 **up** SONIC THE HEDGEHOG 2
- 2 **down** WINTER OLYMPICS
- 3 **down** JAMES BOND 2 - ROBOCOP
- 4 **up** PGA TOUR GOLF 2
- 5 **re** ROAD RASH
- 6 **re** SONIC CHAOS
- 7 **new** DRAGON: THE BRUCE LEE STORY
- 8 **down** F15 STRIKE EAGLE 2
- 9 **down** BATMAN RETURNS
- 10 **down** MORTAL KOMBAT 2

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# SONIC

THE HEDGEHOG™

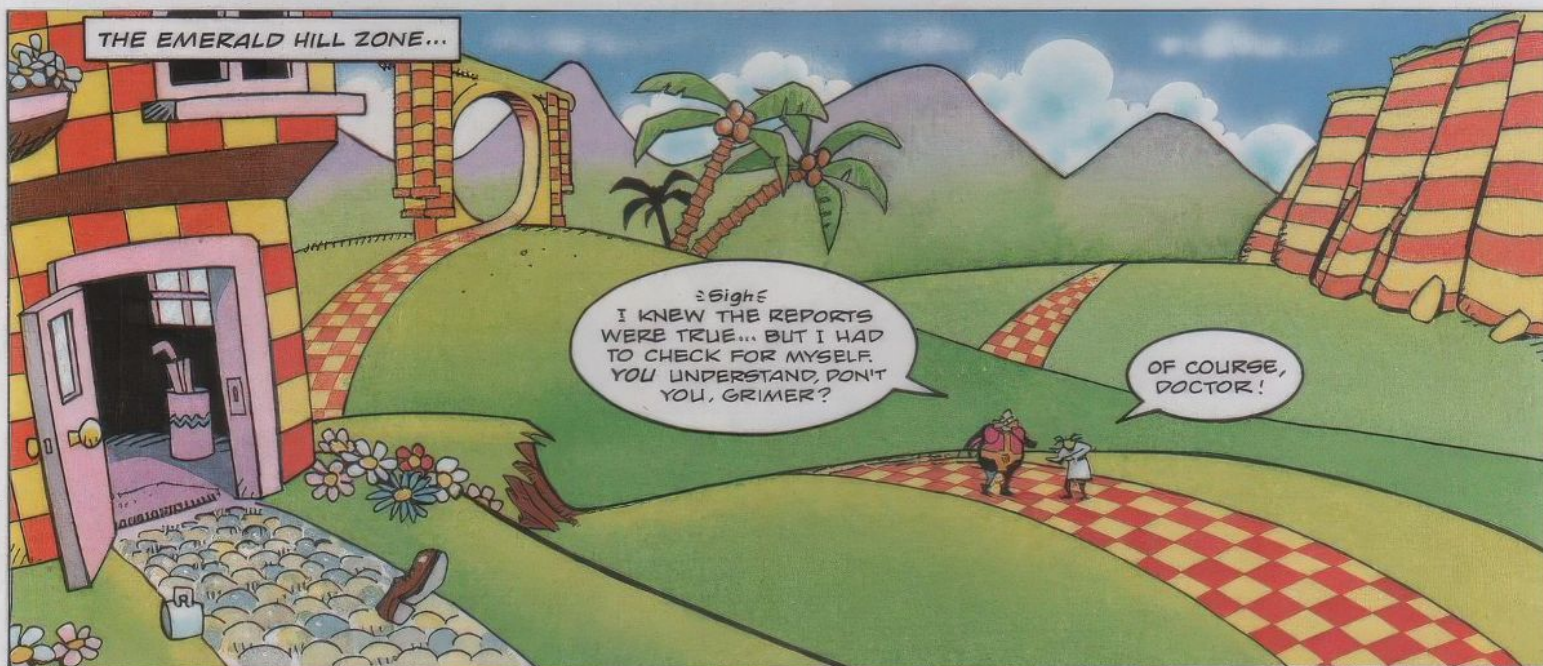
## The Rampage of Mekanik

PART 1

Script:  
LEW STRINGER

Art:  
NIGEL KITCHING/  
JOHN BURNS

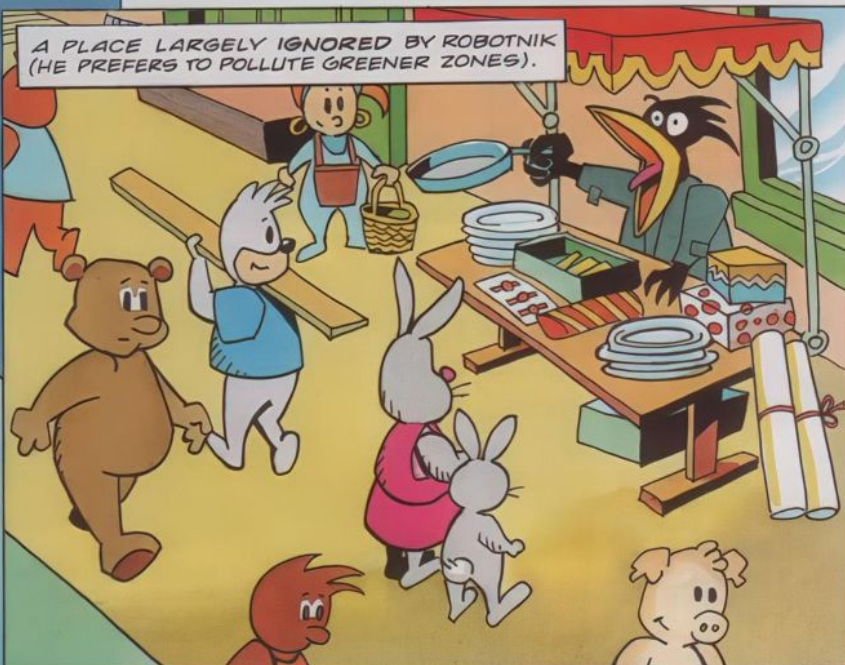
Lettering:  
ELITTA FELL





THE **STONE TOWER ZONE**, WHERE RESIDENTS HAVE MADE THEIR HOMES IN THE UNUSUALLY HIGH ROCK FORMATIONS...

A PLACE LARGELY IGNORED BY ROBOTNIK (HE PREFERS TO POLLUTE GREENER ZONES).



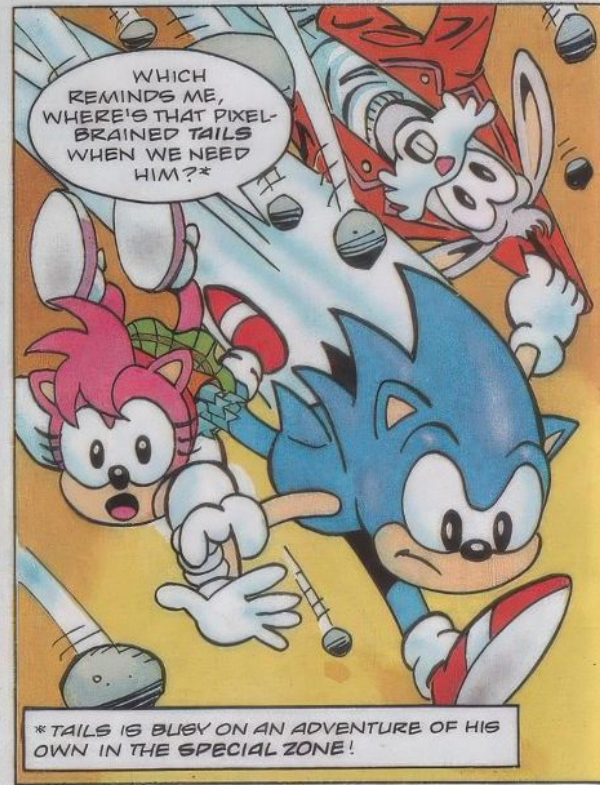
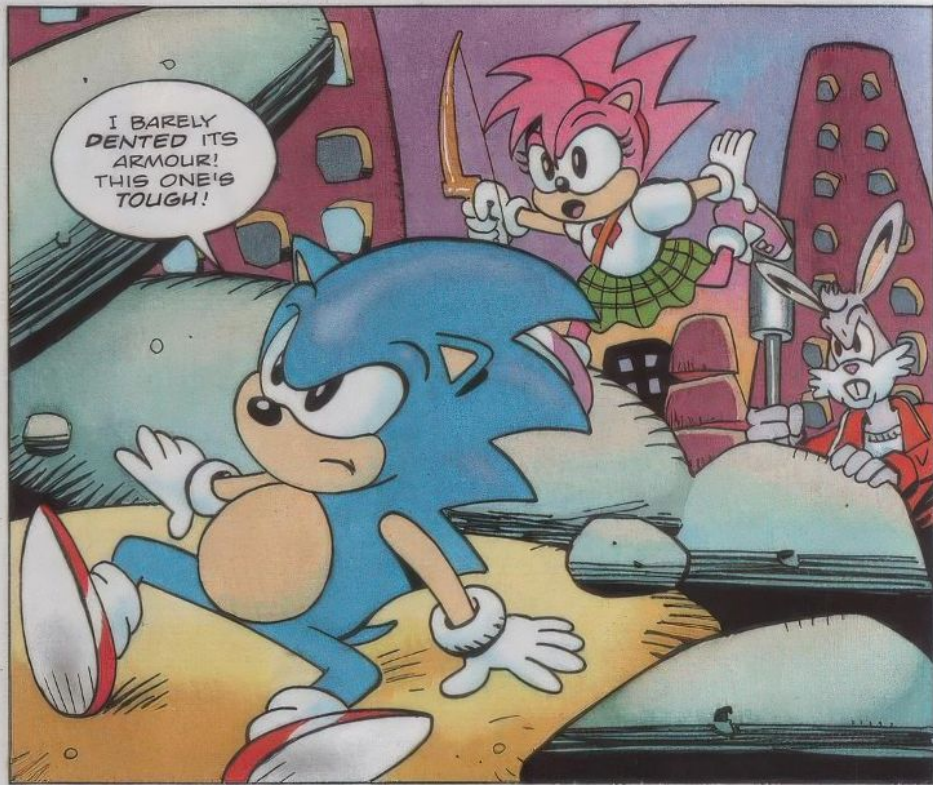
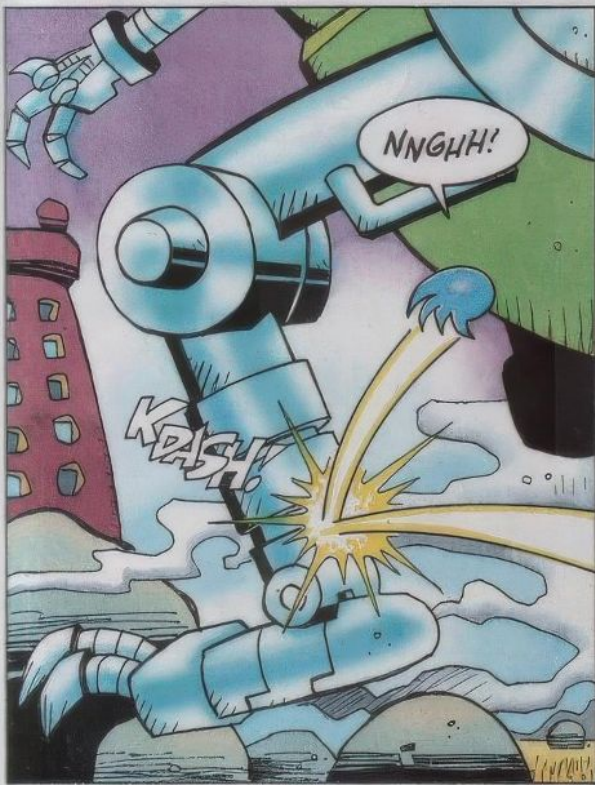
BUT HE WILL IGNORE IT NO LONGER!













BUT HELP IS ON ITS WAY FROM  
ANOTHER FRIEND OF SONIC'S...  
SHORTFUSE THE CYBERNIK!

WHOA!  
LOOKS LIKE I PICKED  
THE RIGHT ZONE TO  
INVESTIGATE FOR BADNIK  
ACTIVITY! SOMETHING'S  
CAUSED SERIOUS DAMAGE  
HERE!

AND IT  
DOESN'T TAKE MY  
COMPUTER-ENHANCED  
MIND TO GUESS WHAT  
CAUSED IT!

LOOK!  
UP IN THE  
SKY! IS IT A  
BADNIK?

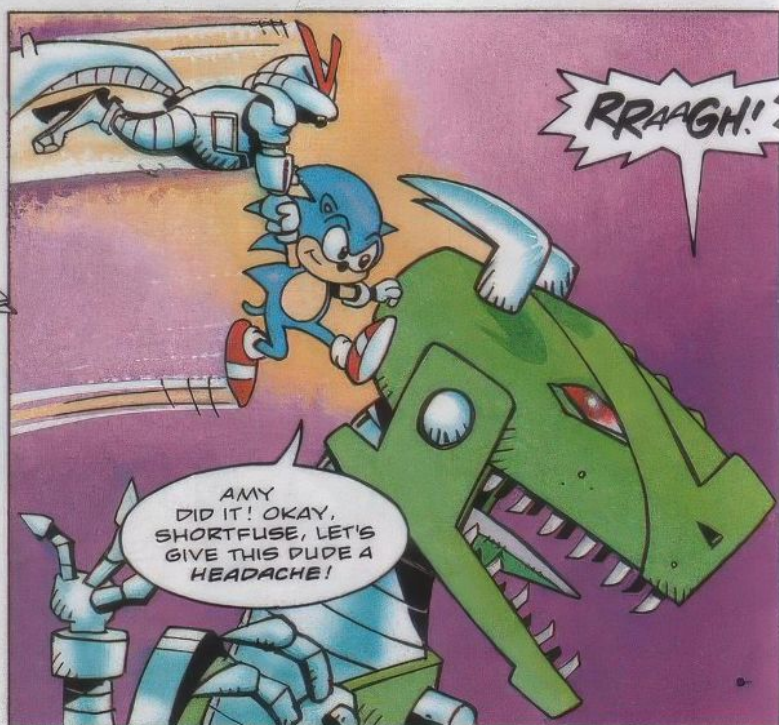
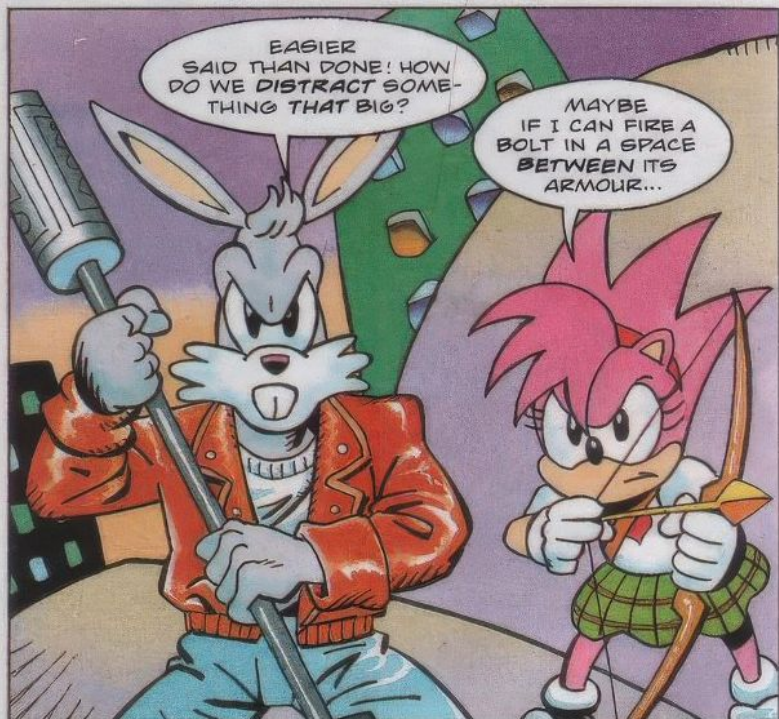
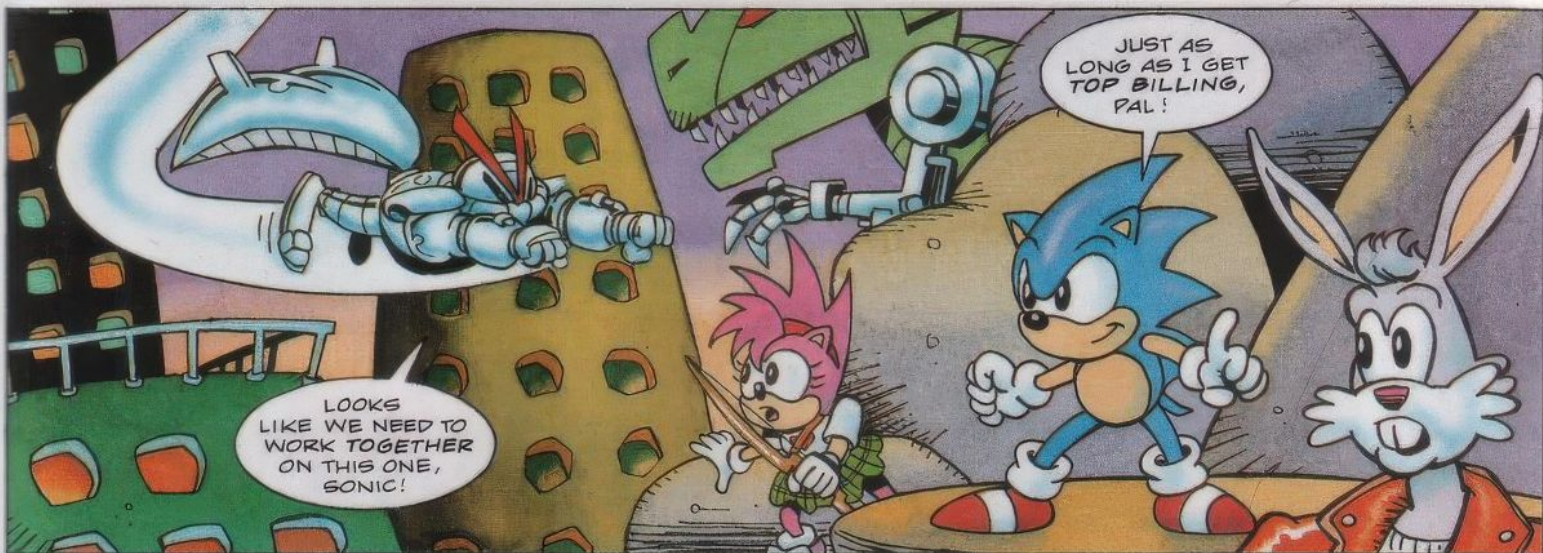
RELAX,  
BUDDY! THAT  
EX-BADNIK IS  
ON OUR SIDE,  
REMEMBER?

GOTTA  
STOP THIS THING  
BEFORE IT  
CAUSES ANY MORE  
DAMAGE!

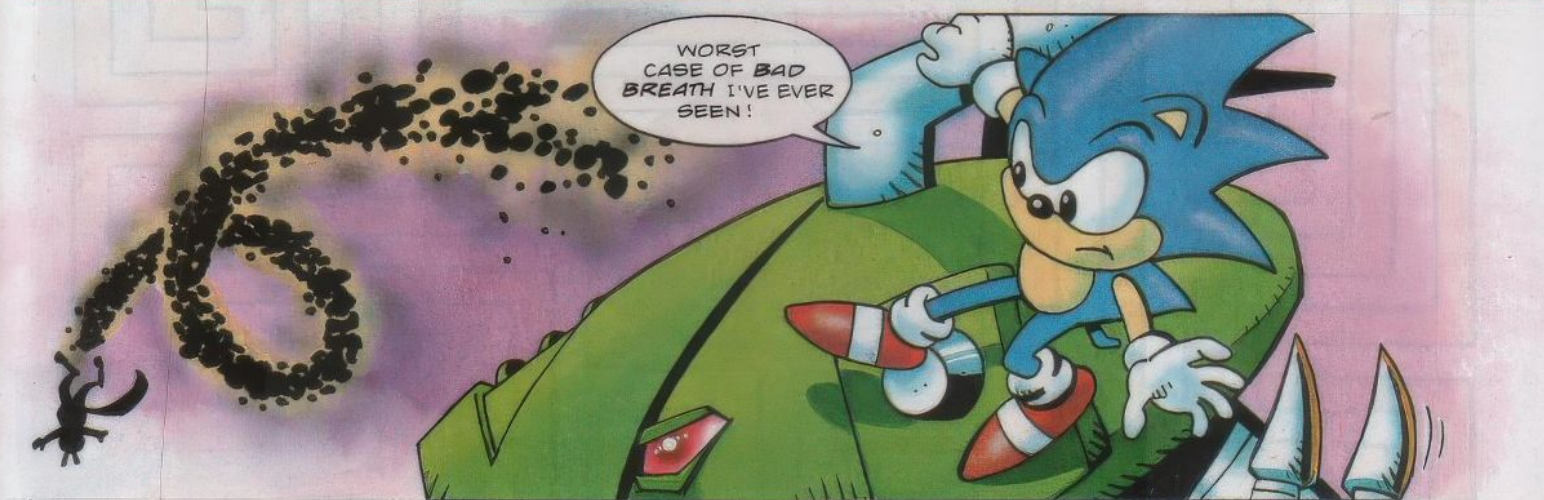
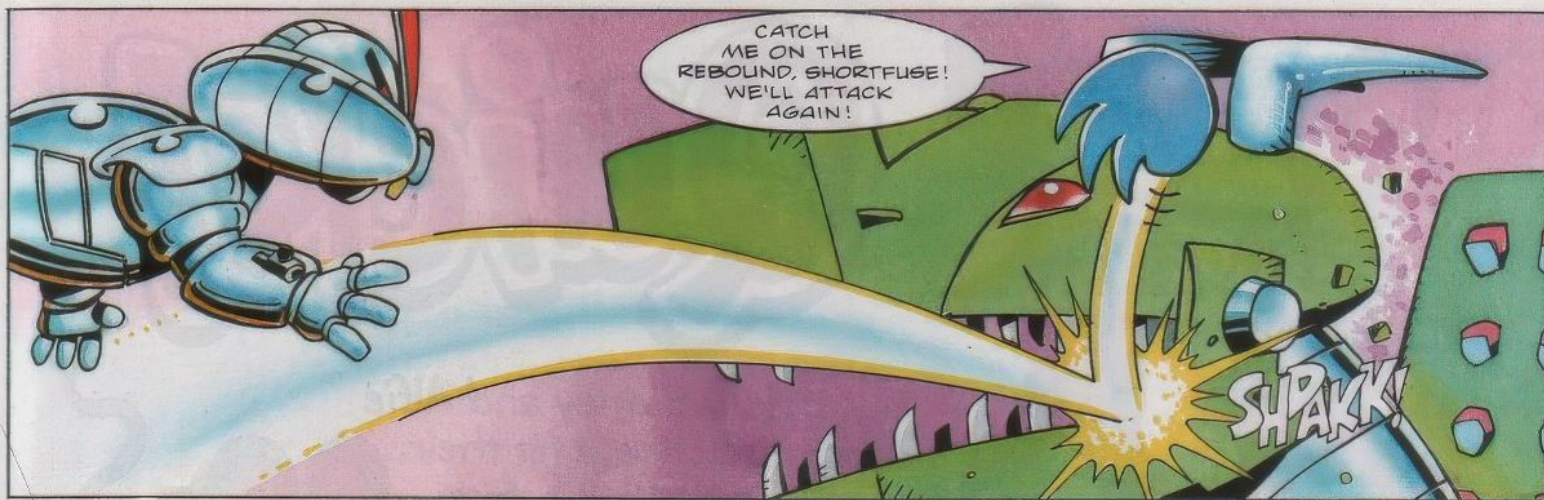
KZZAPP!

ZERO RESULT!  
THIS BADNIK'S ARMOUR  
MUST BE AS STRONG  
AS MINE!









NEXT ISSUE: UNLUCKY FRIED HEDGEHOG?



# REVIEW

# Zone

Enter the zone that brings you reviews of all the new releases for the Sega game systems.

Reviewers:

Jenny Fromer & David Gibbon

## JUDGE DREDD

game type: **PLATFORM/  
ADVENTURE**  
**1 PLAYER**



Mega Drive

**WARNING: THIS GAME IS NOT SUITABLE FOR YOUNGER READERS. CHECK RATING BEFORE YOU BUY.**



The year is 2139 AD, the population is living in soulless City Blocks and futuristic gang warfare is rampant. Order is now maintained by ruthless Judges, and you, Judge Dredd, find yourself being hunted down by the Law. Your mission is to restore justice to Mega-City One. To do this you must take on the menacing Dark Judges who seek to combat crime by destroying the living.

Based on the famous 2000AD comic character and the new movie, Judge Dredd is a large game that covers twelve levels, each with a primary and secondary objective for you to meet. As Judge Dredd you will be sent on regular missions by the Council Members. These missions include reaching computer terminals to gather information and shutting down the power system in the local penal colony to foil escaping prisoners. It is these assignments and the fact that you can disarm enemies rather than just blasting them (although this is always an option), that makes the game so involving.

Be warned though, Judge Dredd is a game that requires careful strategy. I discovered to my cost that by

The year is 2139 AD, the population is living in soulless City Blocks and futuristic gang warfare is rampant. Order



wasting missiles on the early levels I was ill-equipped defensively to defeat the later, more difficult, bosses. Any complaints are minor, although the level where Judge Dredd has to escape the Judge Hunters on a Lawmaster motorcycle seems a bit old hat.

That said, Judge Dredd is an involving game with good plot variation and large levels to roam in all directions. The degree of challenge is just right to keep you hooked and eagerly anticipating the next stage.

Graphics are well drawn but somewhat familiar, while the eerie music creates a suitably chilling futuristic mood. As a movie tie-in Judge Dredd stands out well from the crowd. The fact that it also contains some of the

best parts of the comic character can only be considered a bonus - JF

*Special note: If you'd like to see more of Judge Dredd in brand new comic strip action, don't miss, Judge Dredd, Lawman Of The Future, on sale at all good newsagents!*

### RATING SYSTEM

under 40% = Yawnsville  
40 - 70% = Normalsville

70 - 80% = Fun City

80 - 90% = Big Time City  
Over 90% = Mega City

## FAST FAX

PUBLISHER	PRICE
ACCLAIM	SEE STOCKIST
GRAPHICS	
82	
SOUND	
82	
PLAYABILITY	
86	
RAVES	GRAVES
Good plot variation.	Long way between passwords.
OVERALL	
87%	

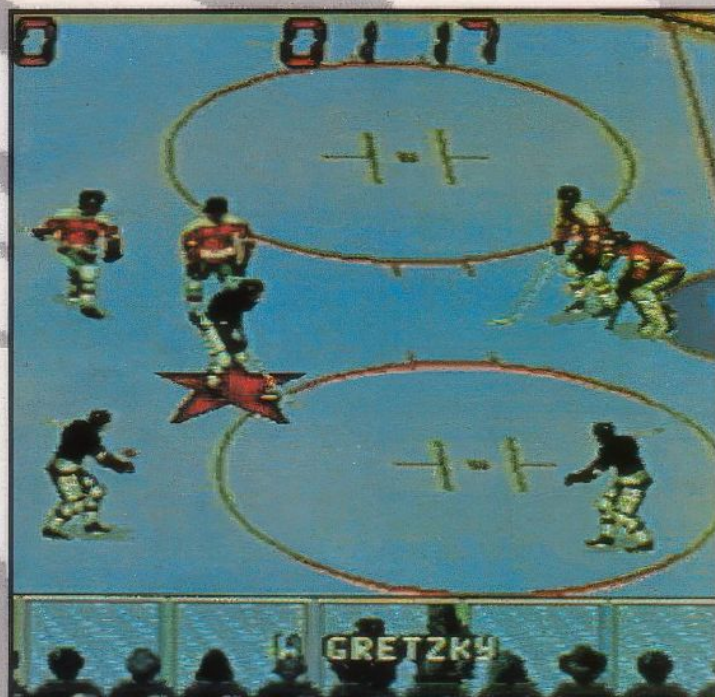


# WAYNE GRETSKY AND THE NHLPA ALL STARS



Mega Drive

game type: SPORTS  
1-4 PLAYERS



We've witnessed Electronic Arts dominate this sport with their series of *NHL Ice Hockey* games, but on this occasion Time Warner have come up trumps by signing Wayne Gretzky, the number one U.S. scorer.

At the start of play you're offered options ranging from playing exhibition matches, a straight game, practises, tournament or full season.

Editing stats allows you to do everything from looking at each player's ratings to trading players with other teams. Changing the settings gives you several options which include selecting the match time to choosing one of four play modes. Four distinct play modes are included which vary the play from the rules to playing a 'street' version of ice hockey.

Over 600 actual NHLPA players are featured in the game, together with 26 North American teams and six international all-star teams. Once you've selected your

team(s) you are ready to hit off!

There's a superior quality of graphics compared to other ice hockey games; Time Warner claim they are twenty per cent larger! There is plenty of animation with good attention to detail with incredible player movement.

**Wayne Gretzky and the NHLPA All Stars** is fast, competitive with slices of beat 'em-up action thrown in for fun! The multi-player game provides the most excitement, but unfortunately this is only an option with the exhibition matches (perhaps Time Warner will update this feature in a future release?). That said, this a great buy. - DG



**FAST FAX**

PUBLISHER TIME WARNER	PRICE £44.99
<b>GRAPHICS</b> 86	
<b>SOUND</b> 82	
<b>PLAYABILITY</b> 92	
<b>RAVES</b> Fast, furious and fun	<b>GRAVES</b> Limited multi-player option
<b>OVERALL</b> <b>90%</b>	





IN WILDSIDE, THINGS NEVER HAPPEN LIKE YOU EXPECT THEM TO.

I CAME HERE TO RESCUE SOMEONE AND END UP GETTING MYSELF CAPTURED. ME, KID CHAMELEON.



NOT JUST ME, EITHER. THERE'S DOZENS OF OTHER KIDS HERE WHO PLAYED WILDSIDE IN THE ARCADES AND GOT CAUGHT IN THE GAME.

... THEN THEY TAKE US VIA THE TELEPORT TO THE PRISON ISLAND, ISLECATRAZ!

ISLECATRAZ? I WAS WARNED ABOUT THAT PLACE!



AND YOU SHOULD HAVE PAID ATTENTION. ONCE THE ROBOT GUARDS TRAP YOU IN ISLECATRAZ YOU CAN'T EVER GET OUT.

BUT WHO'S BEHIND ALL THIS?



NO-ONE KNOWS. THE CHIEF WARDER THERE'S JUST A KID...

NOW THIS BIT I ALREADY KNOW. THE CHIEF WARDER'S BRAD - THE KID I CAME TO RESCUE.

# KID CHAMELEON

**BACK TO UNREALITY!**  
**PART 4**

Script: MICHAEL COOK  
Art: BRIAN WILLIAMSON/STEVE WHITE  
Lettering: TOM FRAME



THOUGH RIGHT NOW, RESCUING HIM'S THE LAST THING ON MY MIND.

WE'VE GOT TO GET OUT OF HERE.

THEY'RE TOO STRONG.

LIKE I SAY, THESE ARE ALL KIDS LIKE ME, BUT WITH ME THERE'S ONE BIG DIFFERENCE.

CHAMELEON!



OK, BUDS, LESSEE WHAT MANIAXE CAN DO!

SHINNKK!

SHINNKK!

NOW, STAY REAL STILL.

THNK!

THNK!

THNK!

WOW!

GEE, THIS IS CREEPY. WHEN I CHANGE BODIES, I GET A SHOT OF NEW PERSONALITY. MANIAXE IS FILLED WITH DARK AND TWISTED THOUGHTS.

WHAT DO WE DO NOW, ER... MANIAXE?

WE WAIT.

I DON'T WANT TO IMAGINE WHAT HE MIGHT DO TO BRAD!

WE'VE STOPPED AT THE TELEPAD. WHEN THEY OPEN THE DOORS, YOU KIDS SCRAMBLE. I'LL CAUSE A... DIVERSION. HEH, HEH, HEH!





THNK!

THNK!

HUH?

WHAT'S THE PROBLEM BACK THERE?

SHHAAAKK!

I'M THE PROBLEM, PRETTY BOY.

WHA... ? WHO...?

ME? I'M THE MONSTER UNDER THE BED.





I'M YOUR WORST NIGHTMARE!

KRANNG!

THIS IS GETTING HASTY. MANIAXE IS CRAZY. HE'S LETTING HIS LOVE OF THE HUNT BLUR HIS JUDGEMENT.



LET ME THROUGH TO THE TELEPAD! SCRAMBLE THE CO-ORDINATES WHEN I'VE GONE!

AS MANIAXE, I'M BECOMING AS BIG A BULLY AS BRAD.



HEH! HEH! YOU CAN RUN BUT YOU CAN'T HIDE.

VWORP! VWORP!

HEY, CALM DOWN. I ONLY CAME HERE TO GET HIM BACK FOR THE FOOTBALL TEAM.



CHUNNK!

JUST GET A GRIP, MANIAXE. THE ROBOT'S CHANGED THE CO-ORDINATES.



VWORP! VWORP!

COMIN' STRAIGHT AFTER YOU, PRETTY BOY.

WE COULD END UP ANYWHERE. TRAPPED UNDERWATER, OR IN SOLID ROCK OR...



...IN MID-AIR!

NOT AGAIN!

CHAMELEON!

THAT'S MORE LIKE IT. FEELS LIKE A  
GUST OF WIND BLOWING MANIAXE'S  
DARKNESS AWAY. I'VE BECOME...

HEY!  
WHAT  
THE...?

MIGHTY MASTER OF  
WIND AND RAIN.  
THE STORM BRINGER  
KNOWN AS  
**CYCLONE!**

NOW MY MISSION IS CLEAR  
TO BRING JUSTICE TO THE  
ONE KNOWN AS BRAD, AND  
FREEDOM TO THE TRAPPED  
SOULS OF WILDSIDE!

NEXT ISSUE





# KNUCKLES<sup>TM</sup>

## TOTAL CHAOTIX

*Part 5*

Script:  
NIGEL KITCHING

Art:  
RICHARD ELSON

Lettering:  
ELITTA FELL

CHAOTIX HAVE BEEN BURIED  
UNDER TONS OF RUBBLE BY  
THE DEADLY METALLIX BADNIK.

NOW KNUCKLES FACES HIM  
ALONE!

YOUR FRIENDS  
ARE ELIMINATED. YOU  
ARE MY FINAL  
TARGET.

I CAME  
HERE TO RESCUE  
THE OMNI-VIEWER  
—MURDERER!

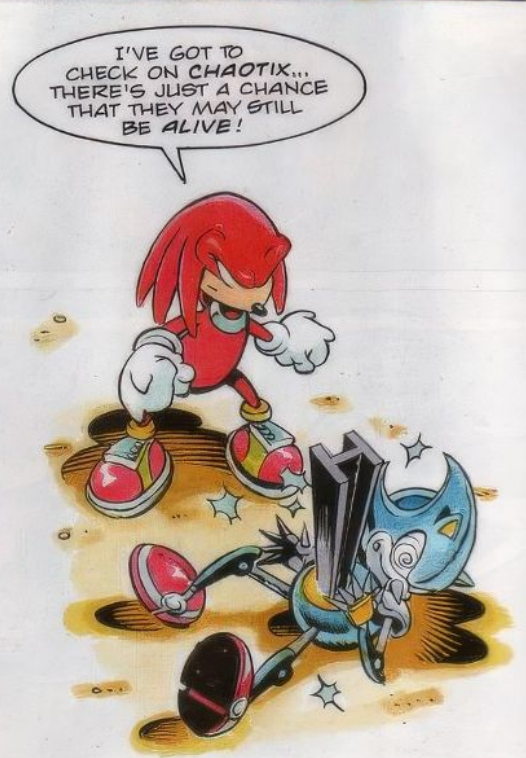
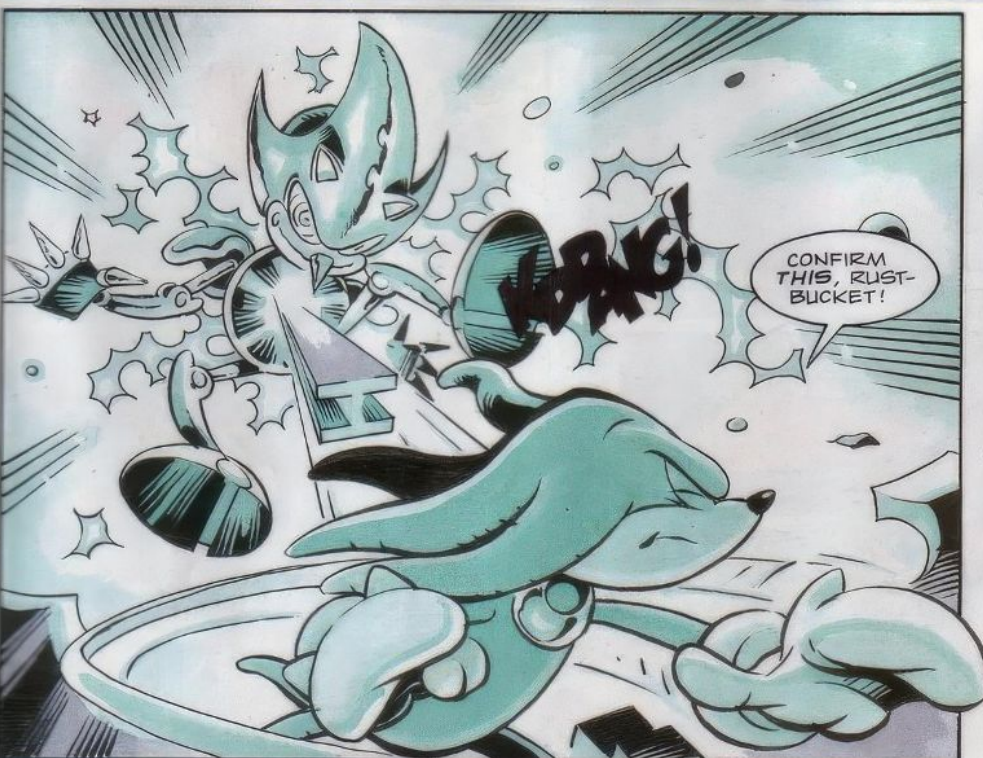
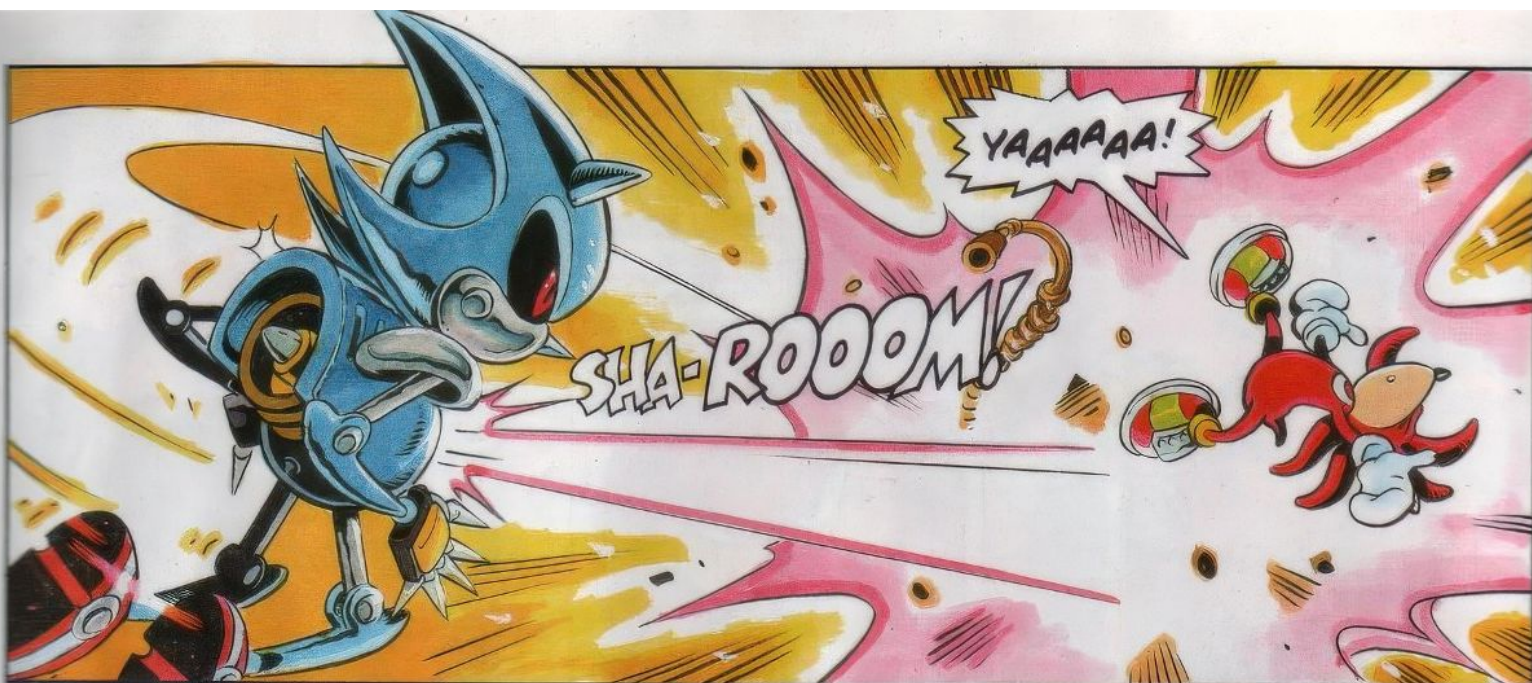
AND I  
OWE IT TO CHAOTIX  
TO MAKE SURE  
THAT I DO JUST  
THAT!

**FZZAK!**

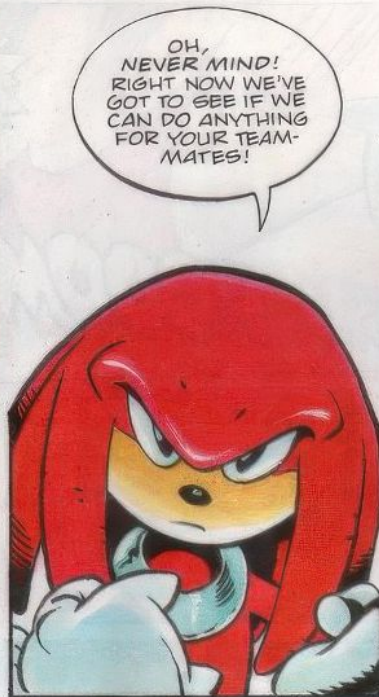
YOW! IF THAT  
BEAM HITS ME IT'S  
ALL OVER!

HE'S  
FAST! I GUESS  
THAT MAKES SENSE!  
HE WAS BUILT TO  
BE A MATCH FOR  
SONIC!













YOUR FRIENDS ARE PERSISTING IN THEIR EFFORTS TO RESCUE YOU, OMNI-VIEWER.

THEY CANNOT HOPE TO SUCCEED.



THE CONVERSION PROCESS IS ALMOST COMPLETE. SOON I WILL HAVE ACCESS TO YOUR POWER.

THEN NOTHING WILL BE ABLE TO STOP ME.



THIS WAY! WHILE YOU WERE FIGHTING I FOUND OUT WHERE THE OMNI-VIEWER IS BEING KEPT!

LET'S MOVE. THEY'RE BOUND TO SEND THE OTHER METALLIX NOW WE'VE DAMAGED THAT ONE!



IN HERE... QUICKLY, WE DON'T HAVE MUCH TIME!





NEXT ISSUE: NACK'S REWARD!



# Q Zone

Q is for Question.

Q is for Query.

Q is for Quandary.

Enter the Q Zone for hints, tips, and help with your favourite Sega games.

STC's Regular game guru, David Gibbon, dishes up more tips and cheats to help Boomers solve those niggling games on the Sega systems.

## Q&A SPECIAL

### CANNON FODDER



Mega Drive

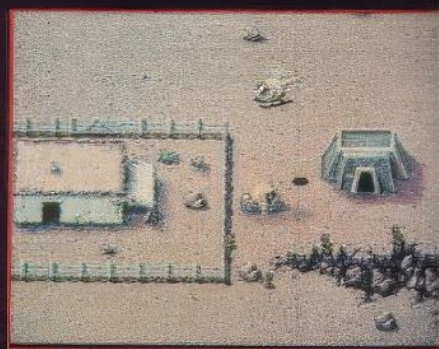


Created by the same makers of *Sensible Soccer*, **Cannon Fodder** is the much acclaimed shoot 'em-up which has established Sensible Software as a household name. It's not an easy game and the later levels can be quite difficult to get through. However, fear not, for listed below are the passwords to the first twelve missions!

#### MISSION

#### PASSWORD

- |    |       |
|----|-------|
| 1  | PXJND |
| 2  | UZHNC |
| 3  | JHHJI |
| 4  | OFLJA |
| 5  | DWKFG |
| 6  | EZMBE |
| 7  | JBLBD |
| 8  | OBSRH |
| 9  | TTEFD |
| 10 | UTEFD |
| 11 | FRLYA |
| 12 | EOBJF |



### EARTHWORM JIM



Mega Drive

Before you say a word, I know the Q Zone recently featured the complete solution, including a brilliant screen cheat, to this wriggly adventure game but there is one you've not seen yet; an unlimited ammunition cheat! Fire away!



#### INFINITE AMMUNITION

Before Jim's ammunition gets too low, press Start to pause the game. Now, press A, B, B, B, C, A, C and C. Press Start to unpause the game and your gun will be fully loaded again!

### MICKEY MANIA



Mega Drive





Following on from our mega complete solution to **Mickey Mania** (STC 54 and 55), the Q Zone has returned to help all those who have still not managed to get Mickey through his latest adventure. So if you've had trouble getting past the later levels, or indeed the first level (!), then help is at hand with this level select cheat:-

### Level Select

Go to the Option screen and select Sound Test. Next, set the Music to Continue, FX to Appear and Speech to Think. Go down and, while on the exit option, hold down left on your joypad until you hear a chime. Press exit, then Start the game and the cheat will be activated.



## MICRO MACHINES



Master System

We've had many cheats for this incredible Mega Drive game, but this is the first time the Q Zone has put together some for the Master System. If you're a **Micro Machines** fanatic the tips below will help you race through the game!

- 1. Win Every Race** - On the first Breakfast Table track, turn round and do a lap the wrong way round. From then on, you'll automatically win every race even if you don't come first!
- 2. Track Select** - On the intro screen press Up, 2, Down, 2, 2, Left, 2, 2 then 2.
- 3. Extra Speed** - Just as you're about to win the qualifying race, reverse over the finishing line. This will increase your speed in the subsequent races.
- 4. Better Grip** - Press Up, plus buttons 1 and 2 while in



the milk on the first Breakfast Table race. You'll now have improved grip for better cornering.

## SONIC CHAOS



Game Gear

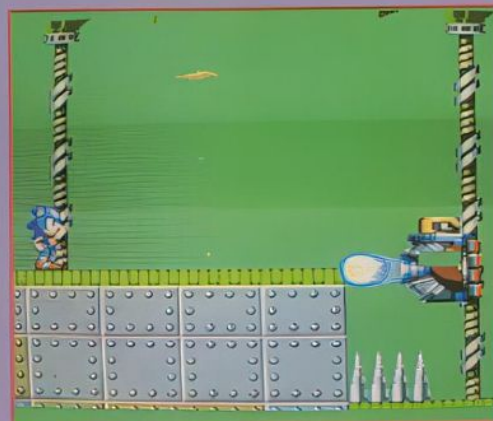


The cool blue one's mega adventure on the Game Gear appeared to compensate sole hand-held users who didn't get to play *Sonic & Knuckles* (MD).

Likewise, sole 16-bit owners didn't get to play *Sonic Chaos* and boy, did they miss out on a brill Sonic game2 ! They're also going to miss out on this mega cheat that allows Sonic to launch fireballs. A very heathly activity for a super-fast hedgegog, I must say!

### TURN SONIC INTO A FIRE-BALLING HEDGEHOG!

When you see the message 'Press Start button', press Down, Down, Up, Up, Left, Right, Left, Right, 1, 2 and



Start. You should now see a Sound Test option. Select this and press Down, Down/Right, Right and finally press button 1. Start the game as normal, and Bob's your uncle!



THE EAST TOWER OF CASTLE ZEBULAN.

SPARKSTER HAS FOUND THE SOURCE OF THE ENCHANTMENT WHICH HOLDS ALL THE PEOPLE OF ELHORN IN KING GEDOL'S POWER...



# SPARKSTER™

Script: NIGEL KITCHING Art: KEITH PAGE Lettering: STEVE POTTER

LAST OF THE ROCKET KNIGHTS! Part 5

AGGGH!  
EVEN MY ARMOUR  
CANNOT PROTECT ME  
FROM THE GEMSTONE'S  
EVIL EFFECT!



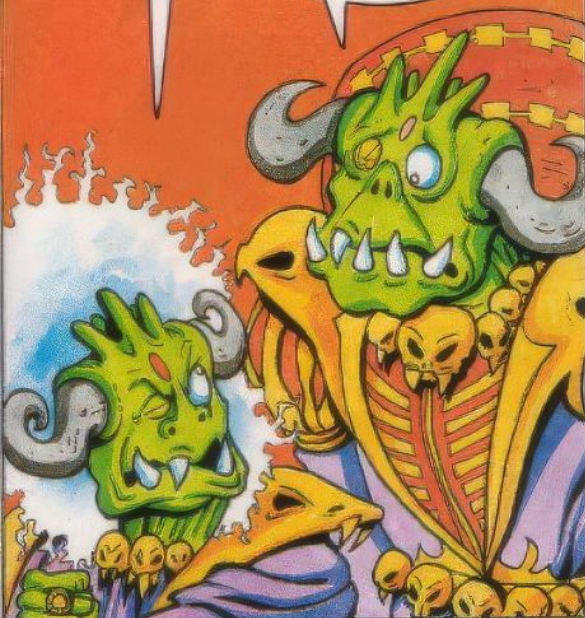
MEANWHILE, IN THE CATHEDRAL OF ZEBULOS, KING GEDOL'S WEDDING TO PRINCESS SHELLY CONTINUES...

BUT  
MOTHER, YOU  
PROMISED!



WELL I'VE  
CHANGED MY MIND,  
I DON'T WANT HER TO  
HAVE IT! SHE'S TOO  
SKINNY, NOT A BIT  
OF MEAT ON  
HER!

BUT...  
OH WHAT'S THE  
USE?



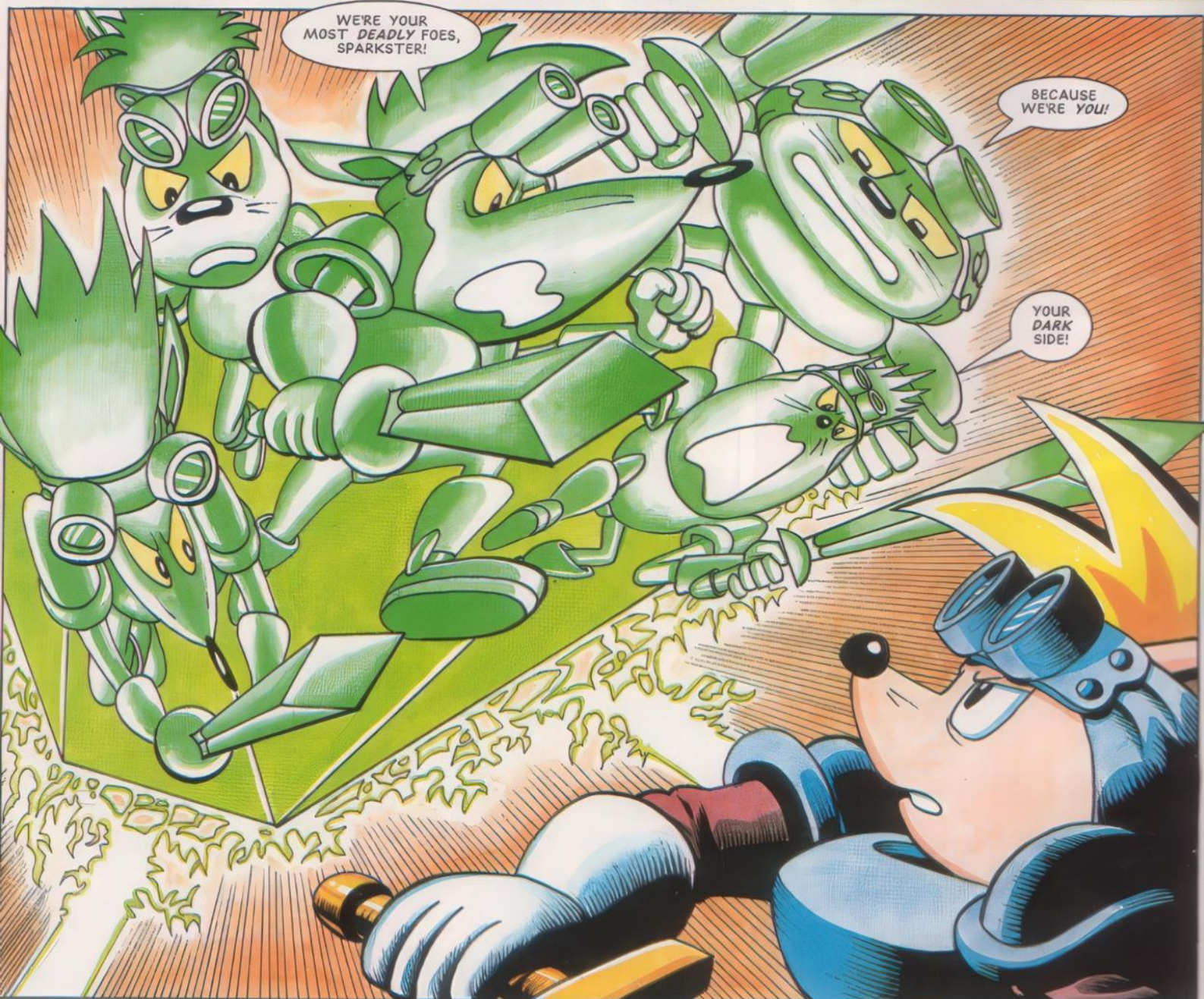
WHA--?

EXCUSE  
ME ARCHBISHOP,  
BUT I NEED A  
RING...

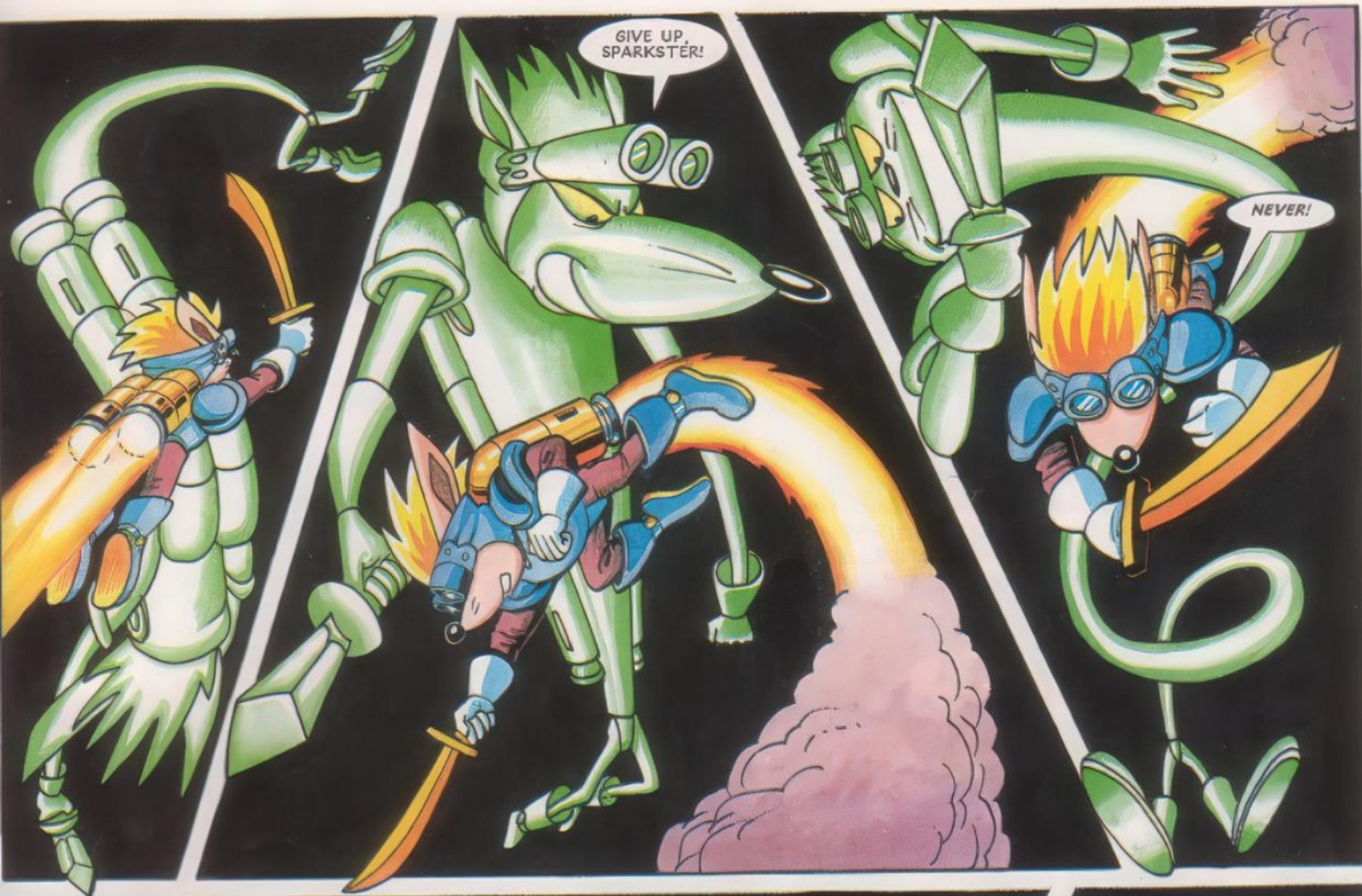
THIS  
ONE WILL  
HAVE TO  
DO.



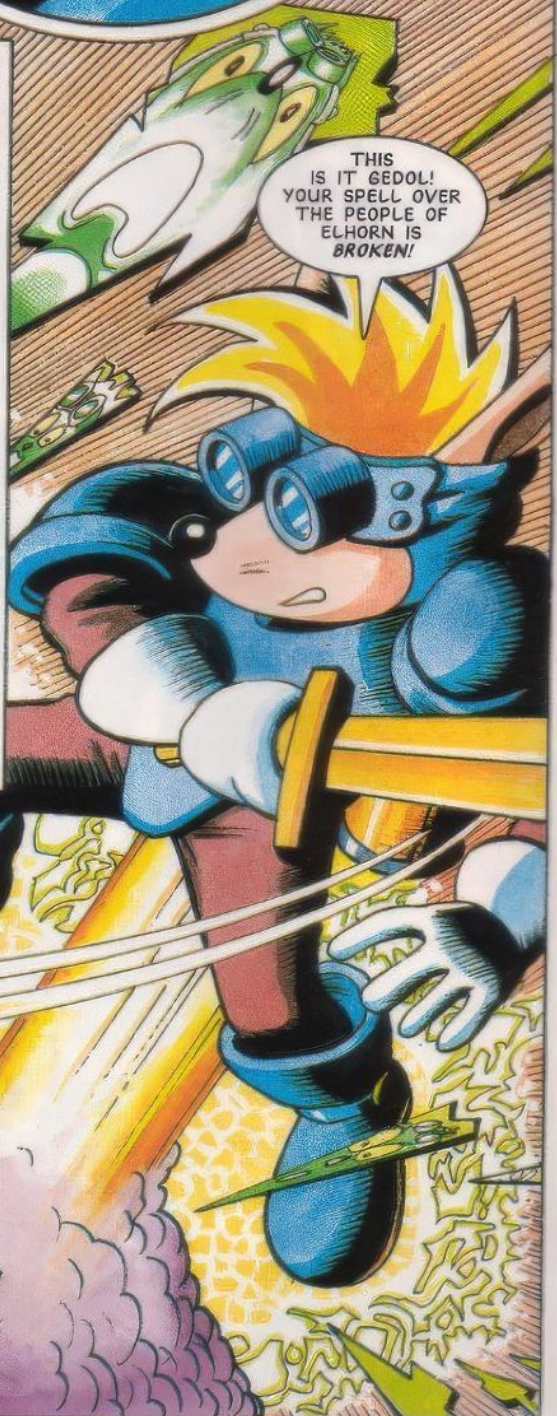




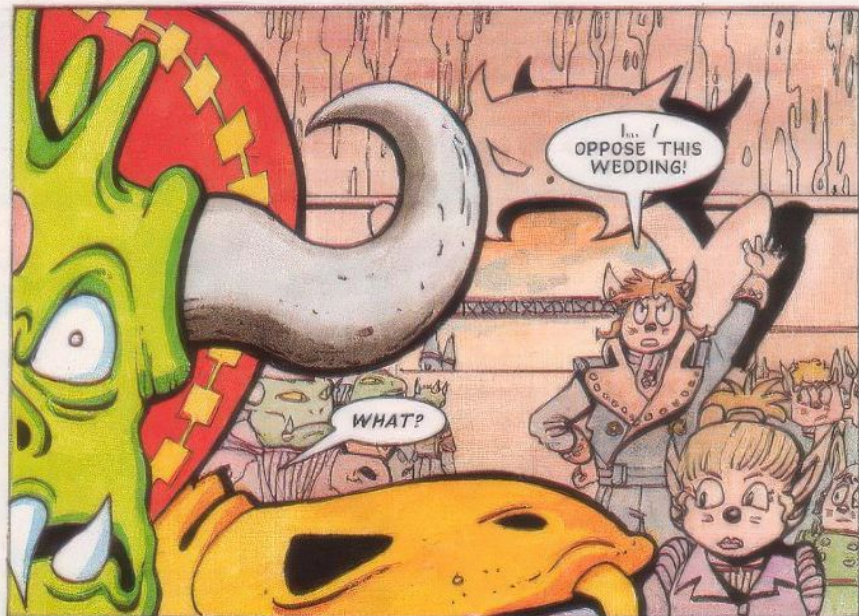












NEXT ISSUE: THE HOSTAGE!



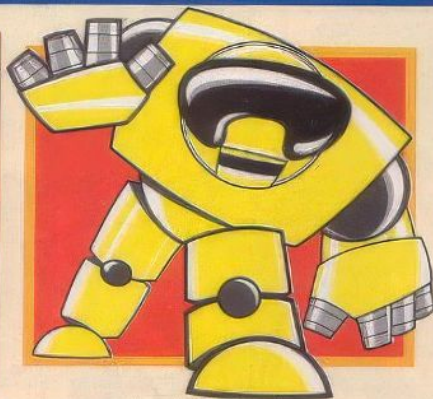
# SPEEDLINES



Sound off to Megadroid about anything you want to do with STC, Sega or the meaning of life as we know it!

Send your letters (or drawings) to: **Speedlines, Sonic The Comic, 25/31 Tavistock Place, London WC1H 9SU.**

Include your name, address and Sega system you use (MD, MCD, MS or GG) clearly on the back of your work. Megadroid regrets that drawings cannot be returned or correspondence entered into.



## Radioheads!

Dear STC,

My friend and I are budding DJ's and have set up a radio station in my bedroom called **Sonic & Tails FM**. We play theme tunes to Sonic games as well as giving a run down on the video game charts.

**Andrew Goy, Retford, Notts.**

**MCD owner.**

**Sonic Stationery Winner.**



*Sonic-tastic, mate!*

## Doctors Orders!

Dear Megadroid,

Your comic is suffering from a serious illness called **CLOSATS**; 'Chronic Lack Of Sonic And Tails Stories'. The perfect remedy would be if STC concentrated less on a certain feisty red-head, and increased the dose, particularly, of Tails.

**Doctor E. Hands, Everton,**

**Nr Sandy, Beds.**

**Sonic Stationery Winner.**



*Does this mean you're not interested in the forthcoming **Knuckles and Tails** series, Doc? Stay tuned!*



↑ **Mark Walker, Mansfield, Nottinghamshire.**  
**GG & MD owner.**  
**Sonic Stationery Winner.**

## Haven't a Q

Dear STC,

Your Q Zone Specials are okay for those STC readers who have the video games, but are totally useless for those who haven't!

**Kyle Senior, Skegness, Lincs.**

**MD/MS owner.**

**Sonic Stationery Winner.**



*Point taken, Kyle. So are you suggesting that we send David Gibbon to the home for retired Game Gurus?*

Prizes to be despatched within approximately 28 days of publication. If you haven't received your prize after that time, ask for Helen Waller on 0171 344 6400.

## Win a Prize!

It's true! Every letter and drawing printed on this page wins a prize! One of these **Highgrove Stationery** sets comprising of a **Segasational Sonic Organiser and Tin** (with three pencils) can be yours! Boomers will find this an essential accessory to organising those important events in life.

The **Highgrove Stationery** set is just part of a range of megaticious Sonic products available from most retail stationers.





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## DATA STRIP

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**Sonic The Comic,**  
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London WC1H 9SU

## WHO ARE YOU?

Tell us your name, age & address.

NAME .....

ADDRESS .....

.....

.....

..... AGE .....

## HOT-SHOTS ONLY!

Enter your high score or  
achievement here!

GAME .....

SCORE/ACHIEVEMENT

.....

.....

SYSTEM:- (please tick)

MD ☐ MS ☐ GG ☐ MCD ☐

## GAME INTO STRIP

What SEGA game would you like to  
see as a STC strip in the future?

I THINK .....

.....

would make a great comic  
strip in STC

## MEGA HITS THIS ISSUE!

List your three favourite stories  
in this issue in order of  
preference

1 .....

2 .....

3 .....

HOW DO YOU RATE ISSUE 57  
OF **STC?**

%

